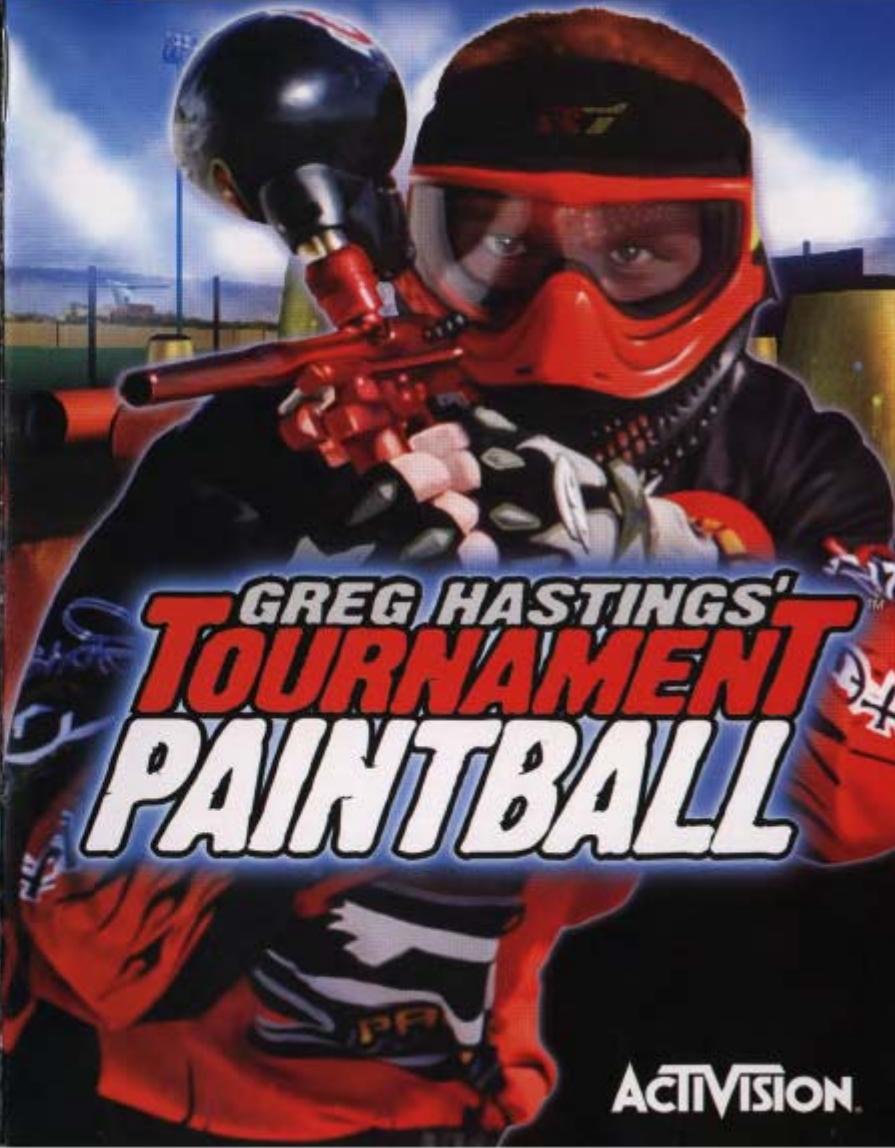


XBOX

LIVE

ONLINE ENABLED



ACTIVISION

ACTIVISION Asia Pacific, Level 5, 51 Rawson St, Epping NSW 2121, Australia

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ACTIVISION

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## SAFETY INFORMATION

### ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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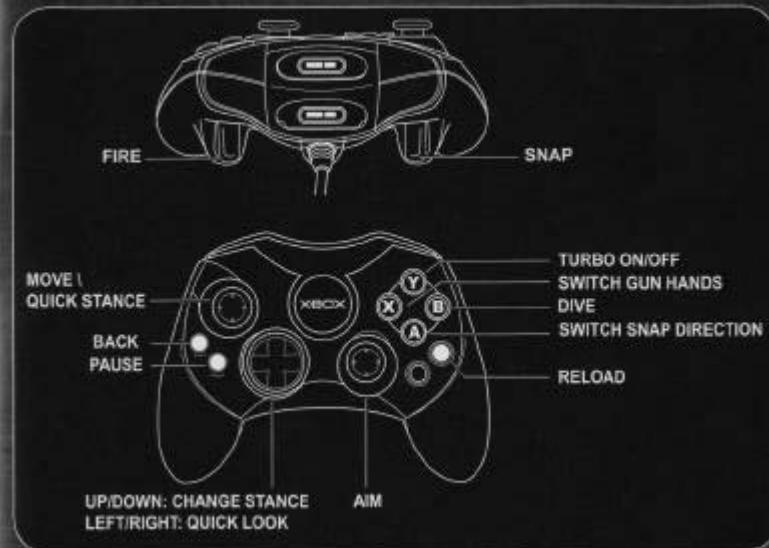
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**Take Greg Hastings' Tournament Paintball Beyond the Box**

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

**Connecting**

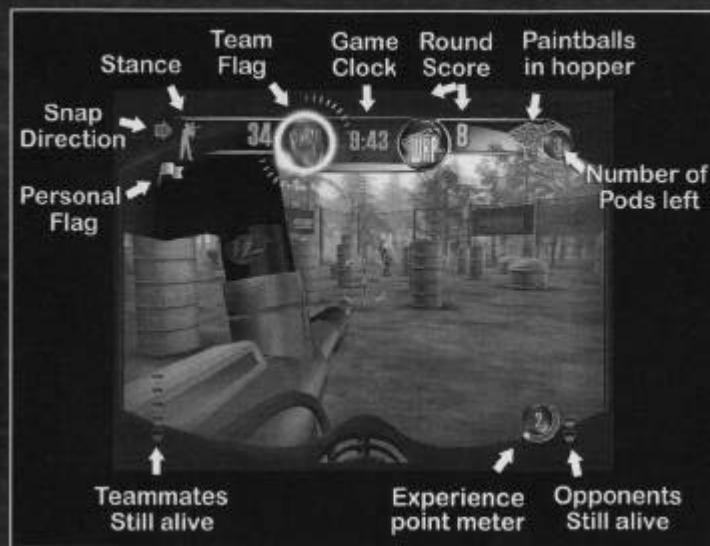
Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

**GAME CONTROLS**

The Default control scheme can be edited to your preference by going to **OPTIONS / CONTROLLER** from the main menu in the game. The Controller options that can be edited are:

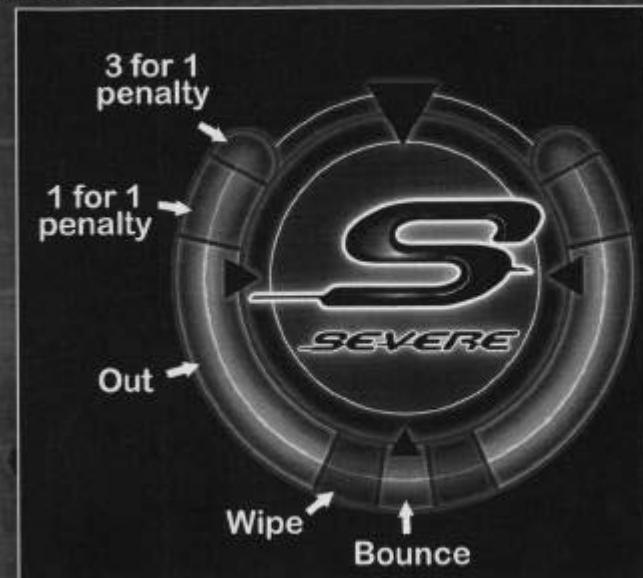
- Horizontal Look: Standard or Inverted
- Vertical Look: Standard or Inverted
- Look Sensitivity: Percentage
- Default Marker Hand: Right or Left
- Fire Control: Right Trigger or Left Trigger
- Quick Stance: On or Off
- Quick Look: On or Off
- Switch Hands: X or A
- Snap Axis: X or A
- Vibration: On/Off

## HEADS-UP DISPLAY (HUD)



- Personal Flag: Indicates that you have picked up the flag.
- Snap Direction: Indicates which direction you will snap (Up or Out).
- Stance: Indicates the stance of your character – standing, crouching, prone.
- Team Flag: Indicates someone on your team has the flag.
- Game Clock: Indicates how much time is left in the round.
- Round Score: Indicates the current score.
- Paintballs in Hopper: How much paint you have in your hopper.
- Number of Pods Left: How many more Pods you have left.
- Teammates / Opponents Still Alive: How many players are left on the field.
- Experience Point Meter: How many experience points you have accumulated in the current match.

## CHEAT METER



When you are hit by a single Paintball you are given the opportunity to cheat. This will give you an option to stay in the game and continue playing. By cheating you run the risk of getting a penalty. Press the A button to stop the moving indicator within one of the five zones on the cheat meter. The five zones or areas on the cheat meter represent the following:

- Bright Green: Qualifies as a bounce, the Paintball did not break.
- Dark Green: A wipe, you successfully removed the paint mark.
- Yellow: Out, the ref has seen that you are hit.
- Orange: Penalty 1 for 1, you and one teammate are called out.
- Red: Penalty 3 for 1, you and three teammates are called out.

Each time you successfully WIPE (dark green zone) the moving indicator will increase in speed, becoming more difficult to accurately stop. This represents the buildup of paint marking your body.

## GAME MODES

**Greg Hastings' Tournament Paintball** has two primary modes of play, Single Player Career Mode and Multiplayer Online via Xbox Live or System Link. Access the type of game you wish to play from the Main Menu. The options on the Main Menu are:

- Single Player: Start a new Career (with a new profile) or continue playing an existing Career.
- Multiplayer: Play a multiplayer game.
- Options: Change Controller, Audio, Video, Online and Career preferences.
- Extras: Play the Tutorial, check out the Bonus Music Videos or view the game Credits.

## SINGLE PLAYER

Each time you enter the Single Player menu with a new profile you will first be prompted to select your Career options including your preferred difficulty level setting and your team logo. Note that you can always go back and change your difficulty setting at any time during a tournament via the Options menu.

Difficulty Settings Include:

**Easy** – opponent teams have rudimentary skills and cheating is easier.

**Normal** – opponent teams will be increasingly more difficult.

**Hard** – opponent teams are very difficult, friendly fire is not allowed, cheating is more difficult, and player HUD icons denoting how many players are left on each team are not visible.

Next you will be prompted to create a new character. You will also be able to spend 4 initial experience points on a skill category of your choice.



## CHARACTER SKILLS

During the Single Player game you will be developing a character, a team and an inventory of equipment. As you complete tournaments, you will be awarded experience points that you can spend on developing your character's skills. Experience points are based on your performance and are accrued by completing Eliminations, Flag Grabs, Flag Hangs and by winning Rounds, Matches, and Tournaments. Avoid being eliminated as this will decrease your performance and may cause you to lose experience points. You will see your experience points accumulate in the meter in the lower right of the HUD and your total experience points will be shown in the results screen at the end of a tournament. The skills to be developed are:

### Speed

- Level 1: Speed increase + turbo time increase
- Level 2: Speed increase + additional turbo time increase
- Level 3: Speed increase + turbo replenish rate increase
- Level 4: Speed increase + additional turbo replenish rate increase

### Accuracy

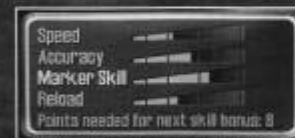
- Level 1: Increase your targeting accuracy by 10%
- Level 2: Increase your targeting accuracy by 20%
- Level 3: Increase your targeting accuracy by 30%
- Level 4: Increase your targeting accuracy by 40%

### Marker Skill

- Level 1: Increase snap range by 15%
- Level 2: Increase snap range by 30%
- Level 3: Switch marker hands 20% faster
- Level 4: Switch marker hands 40% faster

### Reload

- Level 1: More efficient at reloading – 70% of pod
- Level 2: More efficient at reloading – 90% of pod
- Level 3: Faster and more efficient at reloading – 100% of pod
- Level 4: Moving while reloading is possible



Note that skills developed in the single player game do not carry over to the multiplayer game. The skills for multiplayer characters are all set to the highest level.

## SINGLE PLAYER MENU

The Single Player menu is comprised of the following selections:

- Play Tournament:** Use the world map to launch tournaments. New tournaments will appear in green. Tournaments that are already completed appear in blue and may be played again as an Arcade game. No experience points or prize winnings are awarded for Arcade games.



- My Character:** Spend acquired experience points on new skills. See My Character screen above.



- Gear Bag:** After buying new gear from the store, open the Gear Bag menu to equip your character. You only need to outfit your own character; new teammates have their own gear. Select items from each of the ten categories noting any on screen information about the item which might affect your play.

- Team Manager:** Fill up to six positions to form your team. You begin your career as a Rookie and have only Rookie teammates available to choose from. As you move through the tournaments and into higher divisions you will have access to Novice, Amateur and Pro teammates. Use the "Y" button to get more detailed information on each character, such as their gear and bios.

Each teammate has an assigned position on the field. Front, Mid, and Back positions are denoted on the teammate's photograph with an F, M or B.

**Front Players** take the farthest front positions on the break and move quickly up field to take out the enemy. Fast, aggressive players with short barreled guns are desired at this position.

**Mid Players** are your second line of attack and not as shifty as the front players. They take the middle positions on the break.

**Back Players** hang around in the back to cover lanes for you—lay down paint on a possible enemy lane of travel—and guard the flag. Your back players are the only ones who will break shoot (shoot at the opposition's dead box at the very start of the round). Generally slower players with long barreled markers and lots of ammo are preferred here.

Note: In the game, your teammates are the ones with their names above their heads so don't be marking them up.



- Store:** As you complete tournaments you will be awarded store credits to spend on new gear. Each time you visit the store after completing a tournament, new gear will become available to choose from. Keep playing to unlock some of the best gear in the game.



The red and green arrows on the sides of the bars denote whether or not the new gear selected is better or worse than your currently equipped gear. For example, the airtank selected in the screenshot is heavier but has more air capacity than the currently equipped tank.

- Load Game:** Load a previously saved game.
- Save Game:** Save up to 5 games.

## PLAYING A TOURNAMENT

These are the three types of tournaments you will be playing:

- Elimination: Continue playing until one team has been eliminated. Score points for each elimination and each player remaining on the winning team.
- Center Flag: Score points by eliminating opponents, being the first team to grab the flag located in the center of the field, and finally hanging the flag at the opposing team's start box.
- Capture the flag: The same principle as center flag applies, however each team has a flag located at their start box. Retrieve the opposing team's flag and return it to your start box to end the match.

Scoring is as follows:

First flag grab	20 points
Flag hang	50 points
3-on-3 match	7 points for each elimination 3 points for each survivor
5-on-5 match	4 points for each elimination 2 points for each survivor
7-on-7 match	3 points for each elimination 1 point for each survivor

Note that in multiplayer with even teams, 3-on-3 and below use the 3-on-3 scoring above, 4-on-4 and 5-on-5 use the 5-on-5 scoring above, and 6-on-6 and 7-on-7 use the 7-on-7 scoring above.

In the Single Player Game, you will be required to change the size of your team as you face new tournaments. Tournaments consist of 3 man, 5 man, and 7 man team sizes. You will be prompted to go to the team manager screen in order to add or remove players from your team.

During tournament rounds, if your initial player character is eliminated, you will automatically move into the closest player on your team and take over that character's body and gear. Once you begin a new round, you are back to your initial character. You can select the next available (green) tournament from the world map. By pressing the A button you will advance to the Tournament Bracket screen.

### Tournament Bracket

The Tournament Bracket screen shows where you stand in the tournament, who you've played and who you will be playing next. Bracket sizes change from Rookie to Novice to Amateur to Pro.



### Pre-Tournament Screen

The Pre-tournament screen will describe the location of the tournament, the type of game, the team size and match status.



Continue playing through the rounds of the matches that make up the tournament. After each round and match you will be presented with a score card detailing the events of the game.

To unlock and advance to the next tournament you must get at least third place. If you fail to place at least third you can play the tournament again immediately. More prize money will be awarded by reaching second and first place.

## TOURNAMENT RESULTS

### • Results Screen

Refer to the results screen to see how many store credits you've won, how many experience points you've received and if any new teammates are available.



### • Illuminated Menu Items

After each tournament you will return to the Single Player main menu. Certain menu selections will be illuminated, showing you that there is new content to be examined within that menu such as new gear at the store, experience points to spend on your characters' skills and new teammates available.



There are a total of 19 tournaments to complete as you move forward in your career from Rookie to Novice to Amateur and to Pro. These tournaments can be replayed at any time by selecting them from the world map in Arcade mode. In Arcade mode your experience points and credits will not increase.

Note that all of the tournaments are available in multiplayer mode and do not need to be unlocked.

## THE TOURNAMENTS

Each tournament is comprised of several different fields to play on, with a total of 179 field layouts in the game. These are the tournament locations you will face:



### Pev's Paintball

A mixture of woods rec ball fields, corrugated tubes and air bunker fields will introduce Rookie players to the world of Paintball.



### Northwest Challenge

A traditional woods field incorporating wooded spools, logs and other woodsy elements.



### Skirmish Paintball

Play amongst the unique concrete bunkers that are Skirmish Paintballs' signature trademark.



### Splatter Park Paintball

A combination of woods fields and air bunkers await you in Ohio.



### SC Village

World Famous SC Village has a diverse collection of fields including elements like old vehicles and post war relics.



### Ultimate Madness

One of the most exciting tournaments in the world. This event takes place inside an enclosed cage, intensifying the action.



### Florida Open

Miami, Florida has competitors facing off on the beach amidst the Art Deco landscape.



### Urban Open

Located in beautiful downtown Chicago, the Urban Open brings out the street brawler in everyone.



### Tampa Bay Open

Surrounded by a world class golf resort, sharpen your skills as you approach the Pro tournaments just ahead.



### California Open

Set in the midst of a horse track, Pomona, California marks the end of your Novice Career.



### Rocky Mountain Open

Denver, Colorado is the end of your Amateur career. Do you have what it takes to move on to the Pros?



### Island Open

The Island of Aruba is home to one of the most enjoyable tournaments you will ever play. Games are at night so players can hit the beach all day.



### English Open

London, England puts you in the serene setting of Hyde Park, where you will make your first mark as a Pro.



### Desert Open

Las Vegas is home to the famous Desert Open. You'll need serious skills to beat the competition here.



### Pennsylvania Open

Set in Philadelphia, the hometown of Greg Hastings himself. Get your trigger finger ready!



### German Open

Winning this tournament, located inside a train station, will put you one step closer to world domination!



### Huntington Beach Open

Home of the real life NPPL Super Seven series, this tournament now features artificial turf laid out on the sand for better mobility. This is a celebrity showcase event.



### French Open

Toulouse, France is one of the fastest growing European tournaments around. Pull off another win right in the middle of the town square!



### Japanese Open

This is the final battle! If you can take a win here, you will go down in Paintball history!



### PEV'S Large Woods Field

This tournament brings you back to the days of rec ball when Paintball was about fun and the simple enjoyment of the sport. Relax and Enjoy!



### Rooftop

Just because it looks so cool and hey, who doesn't like going up on rooftops?

In Multiplayer mode, you may choose any of these tournaments and set up your game options as you'd like, including the choice of large or small fields where each field is laid out differently. This gives you a great degree of freedom and the ability to find a field you and friends really like.

## THE GEAR

It wouldn't be Paintball without all that cool equipment and this game has a ton of it. There are ten categories of gear from which to outfit your character.

### Markers

There are over twenty Paintgun Markers in the game from manufacturers including JT, Tippmann, Kingman, Odyssey, WGP, Dye and many more. Each Marker has a weight, speed, and accuracy rating. Speed measures shots/second and trigger sensitivity, and accuracy measures targeting and velocity spread. Hit the "Y" button to see the detailed breakdown.

### Barrels

Players can customize their markers with individual barrels. Barrels will further increase the accuracy of the shots fired with the Markers.

- There are also two bonus tournaments that you may play in Multiplayer mode only.

## Hoppers

There are 5 different hoppers to choose from including gravity feed, electronic agitator, and belt drive. Each hopper will increase the number of paintballs loaded into the Marker.

## Air Systems

Air systems provide Markers with the power they need to fire paintballs at high velocity. The larger the air tank, the more paintballs can be fired. However, the larger air tanks weight more and will decrease the speed at which you can run.

## Pod Harnesses

Pod harnesses carry the pods in which paintballs are contained. Harnesses are available in 3 pod, 5 pod, 7 pod and 9 pod capacities. Harnesses are the heaviest piece of gear in the game so players should consider the additional weight harnesses will add.

## Goggles

Protect your eyes with the most technologically advanced goggle systems in the industry and look cool while you're at it.

## Shoes

Choose from leading industry manufacturers like Dye, Magnum, JT and Draxxus.

## Gloves

Paintballs hurt when they hit your bare skin, so cover your hands with protective gloves.

## Pants

Not many people play without them. It is suggested that you wear some pants while playing paintball.

## Jerseys

Help to define your team, making it easy to distinguish who is who while in the heat of a tournament.

## THE CHARACTERS

There are 39 real life players to choose from in the game spanning Rookie, Novice, Amateur and Pro divisions. The multiplayer game allows you to choose from any of the custom characters or from any of the Pro players in the game.

### Rookie

- 1.Lou Tomasso
- 2.Anthony McCollum
- 3.Big Mike
- 4.Alex Fore
- 5.Chris Havlock

### Novice

- 1.Mike Lashbrook
- 2.Glenn Hastings
- 3.Aaron Poorman
- 4.Alberto "Bear" Degidio
- 5.Mark "Huff" Huffnegal
- 6.Tanis Italia

### Amateur

- 1.Stuart Weiss
- 2.Brian Barro
- 3.Lars Herzog
- 4.Pablo Wong
- 5.Bea Youngs
- 6.Walt Kennerup
- 7.Stephen Lashbrook

### Professionals

- 1.Greg Hastings
- 2.Rocky Cagnoni
- 3.Nicky Cuba
- 4.Rich Telford
- 5.Matty Marshal
- 6.Chris LaSoya
- 7.Yosh Rau
- 8.Alex Fraige
- 9.Oliver Lang
- 10.Keely Watson
- 11.Lisa Harvey
- 12.Pete Utschig
- 13.Billy Ceranski
- 14.Todd Martinez
- 15.Tyler Michaud
- 16.JC Whittington
- 17.B-Real
- 18.Mike Peverill
- 19.Ed Poorman
- 20.Anthony Call
- 21.Jonathan Call



## MULTIPLAYER OPTIONS

The multiplayer main menu contains the following selections: Xbox Live, System Link, My Character and Gear Bag. For multiplayer play, the Xbox Communicator is a key tool to talk to your teammates or to everyone on the field. Note that your teammates are the players in the game with their names above their heads.

**Xbox Live:** Sign up for an Xbox Live account and play against other paintballers around the world.

- **QuickMatch:** Search for Elimination, Capture the Flag or Single Flag games. If no game is available, you will be prompted to host one yourself.
- **OptiMatch:** Host or join a game based on particular criteria: Game Type, Location, Field Size, Rounds, Skill Level, Allow Cheating, Friendly Fire, Track Statistics, Use Host Gear, Paintball Limit, and Preferred Language.
- **Create Game:** Host a game and choose the Game Type, Tournament Name, Location, Field Size, Field Number, Paintballs to be used, Max Players, Time Limit, and Rounds.

From the advanced menu at the top of the page you can further augment the game by choosing Friendly Fire on or off, Even Teams, Allow Cheating, Allow Spectating, Use Host Gear, Paintball Limit, Voice Broadcast, and View While Called Out (System Link only). By selecting "yes" for Use Host Gear, everyone will be using the same gear as the host, minus the jersey. Each team will always have a pre-defined jersey on so you can tell which team you are on. The View While Called Out feature is only available for System Link and works such that if you select "no", then when you are called out, the users will only be able to hear the game sounds and view the HUD. This is used so that other users sitting nearby cannot cheat and tell their teammates where the players are on the field.



The Xbox Live specific options include Skill Level, Reserved for Friends, turn Track Stats on or off, and if you have a headset hooked up you can specify Headset Required and Preferred Language.

Note: Use the right and left triggers to switch the top menu choices.

- **Statistics:** Check out where you stand in the world of online Paintball. Follow the on screen instructions at the bottom of the screen to navigate through the Statistics screen. Use the left and right triggers to switch between Weekly, Monthly, and All Time stats. (Only Xbox Live will record Statistics.)

Statistics		Weekly	Monthly	All Time
Rank	General	1	1	1
1	eliasd	11	14	10
2	DRAGON	11	17	12
3	Never�	11	13	11
4	carlto	11	13	11
5	PAUL	11	13	11

- **Sign Out/In:** If you have Auto Sign-in set up from the Xbox dashboard, then you will automatically be signed in whenever you play Greg Hastings' Tournament Paintball. Feel free to sign out here. If you do not have Auto Sign-in set up, then you can sign in here each time you want to go on-line.

**Players & Friends** – The Players List contains a list of the last 15 players you played with. You can mute players here, send feedback about a player, or send a friend request. Your Friends List contains a list of your current and pending friends. You can either remove a friend from here or invite a friend to join a game.



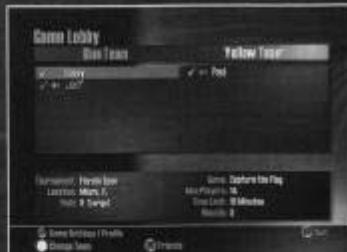
**Xbox Live Icons** – The icons below will help you with your Xbox Live experience.

**ICON**    **FUNCTION**

	Voice On
	Voice Muted
	Game Invitation Sent
	Game Invitation Received
	Friend Is Online
	Friend Request Sent
	Friend Request Received

**System Link** - Invite your friends over, hook up on a LAN and mark up the field. Join or create a game with the same Xbox Live game options noted above. The host name is always italicized and your name is always in white. Note your statistics will not be recorded in System Link games.

**My Character** - Choose from the six custom characters in the game in order to outfit them yourself, selecting any piece of gear from the Gear Bag. Or choose from any of the Pro characters in the game which come already outfitted with Gear from their Sponsors. Note that all of the multiplayer characters will have completely developed skills and are not linked to the single player game.



**Gear Bag** - The gear bag is completely open in the multiplayer game so choose any gear that you like from the get go.



## CUSTOM SOUNDTRACKS

While the game comes with a great built-in soundtrack, you can also copy tracks from your own audio CDs and play them in the game.

### To Copy Tracks

1. Insert an audio CD into the Xbox system.
2. Select Back from the music player in the dashboard.
3. Select Copy.
4. Select the tracks you would like to copy or select all.
5. Select Copy to begin copying.
6. Select an existing soundtrack to copy into or create a new one. If you select New Soundtrack, you will be able to name the track via the virtual keyboard.
7. After copying, eject the audio CD.

### Playing Tracks in the Game

After copying and naming your soundtracks, start up the game. Go into the Options menu and select Audio and Video. Here you will find the Playlist. Select the soundtrack that you named. You can also choose if you would like it to run sequentially or randomly. Now when you go into the game, you will hear your soundtrack. If you would like to skip a track in the game, simply hit the "White" button on the controller. You will see the current track listed at the bottom of the screen. Use the left and right trigger buttons to change the track.